

## EDITORIAL.

CONTRIBUTIONS to the Autumn number should be sent in by September 15th. Please remember to write on one side of the paper only, as neglect to do so causes delay. The editor hopes that all ex-students will remember the Reading Union, and send post cards about the books they have studied.

The ex-students of Year XI. had arranged to have a reunion at Ambleside last Easter, and this has now come and gone. Six students of Year XI. were at Ambleside during Easter Week, and very quickly did that week fly by. There were old walks to be taken—up Loughrigg, to Sweden Bridge, over Red Screes, etc.—and news of all kinds to be told to one another, and, of course, Scale How to be visited; but here, alas, a great disappointment had to be borne. Miss Mason was not well enough to meet us. She had been so much better till within a few days of our visit that we had all hoped and expected to see her at least once, but the cold snap just before Easter had made her unable to bear any extra fatigue. It was indeed a great disappointment to the old students.

Ambleside was looking its very best. The snow lay white on Fairfield, but Windermere was bright in the sunshine, and the Langdale Pikes showed alternately gloomy and luminous against the ever-changing sky. If any other Year has a reunion the students would be glad of an account thereof—*Pour encourager les autres.*

Many old students get an opportunity of meeting each other at the Conference. Mrs. Franklin's kind hospitality, as usual, enabled us to have a Students' Meeting on Tuesday of the Conference week. There were a good many present, as some of the students have made a special effort to get to London in order to read papers at the morning's Conference. The notices of the next term's Students' Meetings will be found elsewhere.

## GAMES.

### CHAIR LUDO—FOR WET WEATHER.

IN wet weather "chair ludo" for two to four players may be found a means of exercise. The requirements are a dining room with plenty of chairs and space round the table. The players start from opposite corners of the room, and move towards each other according to the throw of the dice. If A throws 6 he moves on six chairs, first running six times round the table, etc. Should any player be brought by his throw on to a chair already occupied, the occupier is "sent back" to his original starting-place. The game may be for two, three, or more complete rounds according to the size of the room and the number of chairs. Each player has completed a round when he returns to the chair he started from, and the winner is he who first finishes the appointed number of rounds.

R. A. P.

### BOER SCOUTS.

Required—a wood, large garden, or a common with bushes, one grown-up and two child players. The grown-up must submit to representing a Boer "commando." The commando has to traverse by a pre-arranged route a certain distance from the "home" to the "encampment," where a trophy has to be seized, e.g., a walking stick or camp stool, and borne back to the starting place along the same paths. The scouts, who may choose their own route, have to start from another spot about the same distance from the encampment, and to reach it before the trophy is seized and *without being seen by the Boers*. If one of the scouts is seen he is taken prisoner, and has to go with the Boers, but the other may still go on and attempt to reach the encampment. Having once taken the trophy, which is supposed to represent a store of ammunition, the scout cannot be taken prisoner, but if he can attract the attention of the prisoner already taken and exchange signals without the Boers seeing him, he can thereby set him free. If the Boer commando take the trophy but no prisoners, the scouts may race him from the encampment for it, but if one prisoner be taken he must first be rescued.

D. N.